

Absolute Power, Powerfully Absolute

**Or: A Glimpse Into The Powers Granted By Achieving
Ultimate Strength, Better Known As Godtiering, Divided
By Each Class Of Godtier.**

Sburb is a funny thing, y'know? Sburb, Sgrub, yaddah yaddah. Literally 'Augmented Reality Game' in the most distilled, absolute sense of the words. Things thought to be purely that of fiction and impossibility, destruction of worlds, entire realities even, and, our current topic at hand, the ability to ascend to Literal Godhood. Deification. Transcending the flesh of mortality and reality. Becoming the omnipotent concept made manifest into existence unfettered.

All that good stuff.

Regardless, I think I should introduce myself as the author of this little diatribe before continuing. Hi. I'm the author of the little diatribe. You can consider me quite the observer of many, many, many things that have gone on and around in the various timelines and dimensions and realities of those blessed/cursed with the game/abomination that is Sburb or Sgrub or Swhatever the hell it's called in your place. I've seen so many stories, so many faces, so many lives, so many deaths. So so much. Too much? Maybe. But I'd go through it all again and again and again if it meant I could jot down just that one extra detail, that one missed sentence, that missed piece of the puzzle in the grand scheme of the plane of all existence.

Funny to me that I say that when I'm not even going to explain every aspect for each class. I should get into the finer strokes of what this whole thing is about already, huh?

Godtiers are one of the ultimate goals in the Sburb game, and considering the one you get is shaped by the game essentially calling you out to your very core and personality, quite an important goal especially when creating a new world, the true goal of the game. Spoilers, by the way. Every single one is unique with different parts contributing to the whole of the Godliness.

In total, there are 144 different Godtiers, 168 if you count the Lords and Muses which we will NOT be doing as those all boil down to absolutes and totalities which is boring and copy-pasted between all aspects which means for the Lord and Muse parts of this whole talk it'd just be "they are these aspects absolutely but in X and Y flavors" and nobody wants to fuckin' read that, y'know?

If you are someone who *would* have liked to read that, I'm sorry for disappointing you. Maybe some other time.

I will be writing down the possible powers of these Classes in conjunction with their Aspects, like how a Prince of Space could quite literally cut out a piece of reality and existence and destroy it entirely or how a Knight of Light could manipulate their luck to become veritably untouchable. As mentioned, I won't be going into *every single aspect* for *every single class*, it's more like using a few aspects to serve as a blueprint or examples of what the class could accomplish with other aspects. Let your mind wander, think of what the unmentioned aspects could accomplish in that class, all that.

Two things to go into before the meat and potatoes of this rambling mess: the Aspects and their physical and metaphysical areas of concern, and the abilities of each Class. This will help us outline what each combination is able to do in regards to actual powers.

Aspects:

Space: Existence of things in a space (physical), creativity and purpose (metaphysical)

Time: Passage of time (physical), decay and actions (metaphysical)

Mind: Thoughts and sources of those thoughts (physical), consequences and drive (metaphysical)

Heart: The soul (physical), personality and expression (metaphysical)

Hope: Willpower (physical), belief (metaphysical)

Rage: Absolute emotion (physical), chaos and cycles
(metaphysical)

Breath: Wind and breath (physical), freedom and choice
(metaphysical)

Blood: Blood (physical), unity and duty (metaphysical)

Life: Life force and living things (physical), way of life and
set tracks (metaphysical)

Doom: Death (physical), inevitability and fate (metaphysical)

Light: Knowledge and illumination (physical), fortune and
enlightenment (metaphysical)

Void: Nothingness (physical), secrets and absences
(metaphysical)

Classes:

(+) **Bard:** Invites destruction through aspect

(-) **Prince:** Causes destruction through aspect

(+) **Rogue:** Steals aspect to bestow upon others

(-) **Thief:** Steals aspect to bestow upon self

(+) **Page:** Manipulates aspect to amplify in others

(-) **Knight:** Manipulates aspect to amplify in self

(+) **Sylph:** Heals aspect and heals through aspect

(-) **Maid:** Serves aspect and serves through aspect

(+) **Heir:** Embodies entirety of aspect

(-) **Witch:** Manipulates entirety of aspect

(+) **Seer:** Utilizes extensive knowledge through aspect

(-) **Mage:** fuck you*

*About Mages: That ‘fuck you’ is not directed at *you*, the reader. It’s more directed towards the Mage Class itself because in all my time and in all my travels and all my readings and observations and whatever the FUCK, I have not been able to glean SHIT about Mages. And I thought, at one point, “oh maybe that’s how they are!” But THEN I realized that wouldn’t make

any GODDAMN SENSE because the Mages in their sessions had an obvious connection to their Aspect and obviously *used* it but I haven't been able. To tell. HOW.

So, for the sake of my own sanity, I'm not going to be writing a section on Mages, as that would just be me talking shit about them and that'd just be rude to Mages so it'd be better if I just kept my mouth shut.

Now that I've got *that* little footnote out of the way, let's continue with the main event.

I have chosen no specific order for the order of classes I show to you, and instead have relied on a twelve sided die to choose which class I write about. I then use this same die to pick which three aspects I will talk about in regards to the class and how the two combine into the godtier's specific powers. So, without further adieu, we will start off with the...

PRINCE

AKA: And so Alexander wept, for there were no more worlds left to destroy.

Prince of Doom: Almost translating directly to "Prince of Death", the Prince of Doom is a surprising force to be reckoned with. To Destroy Doom would make you, against all odds, an incredibly great support to your team. Removing immediate threats to someone's survival, completely undoing certain deaths, or, if you wanted to get *extremely* abstract and cast a wide net, kill any enemy that's directly opposing you or your friends. *Technically*, that's still destroying something that could cause them Doom. Not only that, but you could very well apply your power to the fabric of reality itself, destroying the fate laid out for you, obtaining true freedom. How this would interact with/if this could cause 'Doomed Timelines' is

something I am unsure of, but would be VERY interested to find out.

Prince of Light: A Prince of Light, on the other hand, is a VERY unfortunate thing for an enemy to behold. Heheheh. Anything that can manipulate luck is horrifying, and the Princes ability to completely annihilate this luck from anything they see is a true testament to this. I once saw a Prince of Light, only *recently* godtiered, snap her fingers and cause the Denizen of her land to trip over its own body and die by landing on its neck wrong. But forget luck for just a second, what about the *information*? Important plans or your own allegiance? Gone. Years of training for a specific weapon, honed until you are physically and literally unable to be bested by anything while you wield it? Deleted. Universal truths that *everyone* knows, so indisputable no one would ever question it? Zilch. Nada. Nothing. Hell, who's to say a Prince of Light hasn't already destroyed the evidence of their own existence, of their own session? Truly, truly something else. I love it.

Prince of Space: So it goes with being connected to one of the aspects that makes up the very fabric of Paradox Space, a Prince of Space well and truly takes the 'Destroyer Class' concept and amps it up to eleven, and then destroys even that. Imagine, if you will, the Black King and Queen at the height of their power. The Final Bosses, the last hurdle before the new universe is ready for the taking. Now imagine, the Prince of Space lifts their hand and wipes it across their vision. The Black King and Queen are no more. Their armies are reduced to a mere memory. The battle may have well never existed. Trust me, I have no trouble imagining it because *I've seen it*. So absolute and overwhelming is this power does a Prince of Space often forget anything that isn't the utter elimination of whatever has gotten onto their last nerve. A Prince of Space cannot just destroy the

space a thing takes up, it can also destroy anything that made it unique. It can make something that could be so individual and different that it captures everyone's attention and completely undo that. It can make it so unremarkable, so unimportant, that everyone forgets it. In a way, isn't that worse than completely destroying it? At least then, it wouldn't have to exist in a world that has forsaken it.

KNIGHT

AKA: I hope it's not too late to cover this class, it is KNIGHT time after all.

Knight of Breath: If you'll allow me to break kayfabe for a moment (if that's even the term you would use here), I would like to point to the D20 TTRPG system, Pathfinder 2nd Edition. In this system, there's a class called the Champion, and one of the subclasses of this class, called a 'cause', is the Liberator. If there was anything I could easily compare the Knight of Breath to be, a Liberator Champion would be the very first thing. A you can't hold this Knight down, first and foremost. Like most Breath players, they have the power of the winds on their side, making them very hard to capture and extremely unbound to most things that would try and keep them locked to a single place, mostly due to their ability to infuse into the air itself or have it become nearly inseparable from them. Not only that, in using this wind, they could easily summon massive tornadoes and cause updraft on their allies who may not have the flying capabilities of the Knight. Winds whipping and blowing around them could easily take out and redirect incoming attacks as they also control the very breath

that their enemies inhale and exhale, choking out entire swathes of forces. Very simple, but extremely effective.

Knight of Hope: And on the other hand, if we wanted to stick with the Champion example, a Knight of Hope would be textbook Paladin. Or maybe Redeemer? That might be Knight of Life or Blood, though. ANYWAYS, the Knight of Hope is one of the biggest beacons of, well, hope in a session. The very title is indicative of a selfless, unstoppable hero for the forces of good, which is only magnified and amplified by the powers provided by such a godtier. The Knight of Hope can turn themselves into an unstoppable force of willpower that causes enemies to cower, retreat, or surrender on the spot through the sheer magnificence of the Knight. Those that would try and fight on are met with nearly inexhaustible determination and drive as the Knight of Hope focuses on their goal and makes sure they accomplish it, even if the blood, sweat, and tears shed would drown them in the process. Radiant beams of power shooting from their weapons, wings of gold and brass unfurling from their back, an aura that brings even the most broken ally back to the brink with grim determination, a Knight of Hope is a guardian angel through and through, with little to stop them.

Knight of Void: While this godtier does bring us away from the Champion motif, it doesn't bring us away from the comparison of RPG classes as a whole, as the Knight of Void can more accurately be portrayed through the traditional Rogue. Not Rogue like the available class in Sburb, but like you would choose in a game to play a sneaky, skilled, high damage single target assassin. This time, though, the Knight of Void has the added bonus of using that which does not exist to their advantage. Similar to a mime, the Knight could manipulate the nothingness of the battlefield to create walls and barriers their enemies could not pass through or penetrate, confusing them and stopping

them dead in their tracks easily. Like other Void players, they can also turn themselves and others invisible before striking from the dark to disorientate foes and have their minds spinning. The Knight of Void is a nightmare for their enemies to deal with, because while still having to deal with their tricks, the Knight of Void can still cause their own share of destruction and mayhem. Hell, you haven't seen true annihilation until you've seen the Knight weaponize pure nothingness to throw at an overpowered ogre, completely undoing it.

HEIR

AKA: I know what you are but what am I? Well, actually, I do exactly what I am, so you better get out of the way before what you are is a bloody pulp.

Heir of Rage: Chaos personified. Unrestrained, pure emotion unfettered and unshackled to any preconceived notion of control or restraint. The Heir of Rage is here to take all that you know and flip it on its head. A true 'berserker' godtier, the Heir of Rage can easily make any battlefield awash in blood and thunder, fire eating away at everything around them as the very earth shatters and ruptures from the pure force of their chaos. All around the Heir, the very fabric of reality itself would shiver and glitch as they lash out at their enemies, completely undoing them as they became a blur of fury and destruction, unable to be perceived as any one form, becoming an absolute force of nature. No chains can hold them, whether they be mental or physical, and any attempt to contain their rage is met with mad cackling and ruthless resistance. An Heir of Rage is the storm, the tornado, the flood, the thing that makes the best laid plans of mice and

men go awry. Get out of the way or become a part of the road the Heir travels.

Heir of Heart: THIS is the very definition of wearing your heart on your sleeve. Don't try to control and Heir of Heart.

Inarguably, it'll go even worse than trying to control an Heir of Rage. Hell, they might even end up controlling you. The Heir of Heart is everything they need and want to be, which makes them a very flexible jack-of-all-trades, but they are NOT a master of none. They WILL prove this to you a million times over. If they have a hyperfixation, they'll most likely be able to bring it into existence by sheer force of will. Land of This and That? What do you mean, this has ALWAYS been the Land of Hopes and Dreams, shaped exactly like the map of the hit indie game Undertale! Everything the Heir associates with will only add to their growing list of abilities, meaning you could probably see them using a power from the Knight of Space or the Sylph of Blood. Depending on how strong the connection is to this, the power might be a lesser version or a near exact replica. Whatever they do, expect the Heir of Heart to do it with all their heart and soul. Heh.

Heir of Life: From their feet sprouts a terrarium's worth of vegetation and life. They are shot with an arrow and they pull it out, no blood or even slightest hint of pain showing on any bit of them. They hold out their hand and clench their fist and cause a massive tree to rocket from the earth, spearing an approaching gunship while a wave of their other arm summons a tidal wave to drown out the ground forces. All out life, overflowing in waves as their very presence knits wounds and gets people back on their feet to begin again. The Heir of Life, a beacon of growth and progress. The endless march of day after day, birth and renewal, passing and death, all represented within their very being. If there was any godtier I, personally,

would equate the most to an actual divinity that many would form an entire religion for, the Heir of Life would be at the very top of that list.

ROGUE

AKA: A spectre is haunting Paradox Space - the spectre of communism. All the powers of-

Rogue of Hope: To take from others and spread it amongst friends and allies is a truly wondrous ability, and when it's Hope? The ability to give others renewed determination and fighting spirit? The ability to allow your allies to take one more step while your enemies falter and retreat, suddenly realizing how at odds they are? It should be priority number one of your team to keep you alive. Like most Hope players, especially those in support roles, you can be a shining beacon of...well, hope. With intense focus as you make even the smallest, most insignificant person in your session look like hell on earth to a titanic ogre while filling that same person with renewed confidence and drive to fight on against all odds, or even calming down an overzealous, egotistical member of your team and filling others with a grim determination to help bring them down from their power trip, the Rogue of Hope is one of the best supports available. Like I said, keeping them alive should be top priority.

Rogue of Light: Okay, you know what, I think the Rogue is just a good support class in general because the ability to take luck and information from others and spread it amongst friends is just. Downright unfair? I know it's unfair because I've witnessed, first hand, how unfair it truly is for the enemies of the Rogue of Light. Xir denizen, who had lorded over a fucking

casino-prison-city combination thing, was the very definition of "The House Always Wins," and yet all of its luck and all of its success and all of its EVERYTHING was turned moot as the Rogue of Light snapped xir fingers and let the imprisoned consorts run rampant through the place, tearing it down brick by ill-gotten brick with nothing to stop them. All the aim of the denizen's guard monsters that had been simply legendary before that point suddenly turned into a rookie shooting gallery with BB Guns. Even *if* they did hit, it was always somewhere unimportant and superficial as the consorts just kept going, turning the whole place inside out it was like they themselves had built it and knew every weak point like the back of their hands. I bet you can guess who was responsible for that, right?

Rogue of Life: And then when you combine it with Life, the aspect that's pretty much made for healing and whatnot, you have someone who can make your entire team essentially fucking invincible. Rogue, for the most part, really does just boil down to "enemies get fucked over while allies bolster and rise," and the Rogue of Life doesn't do much to really break the mold at all. Still, who needs to break the mold when your mold is being one of the most important members of your team? With this specific power, you have a surprising amount of control over who lives and who dies. Your ability to heal is matched only by your ability to destroy and choose who doesn't get destroyed. Great power, great responsibility, yaddah yaddah, you don't need me to preach to you.

THIEF

AKA: No Kleptomania required.

Thief of Mind: A Thief of Mind is a hell of a thing to behold. They can run circles around even the most meta-narratively cognizant of denizens and sell a hundred different people their own doors while commandeering at least 38 different orchestras and still have enough time left over to plan out a good ol' fashion casino heist, fit with laser dodging and all. That is, if they aren't controlling legions of mind-controlled underlings and players already, taking over each planet systematically with a hundred different contingency plans in place to make sure their iron grip is like titanium. To put it lightly, a Thief of Mind is scary to be an enemy of, and still pretty scary to be an ally of. A Thief of Mind is just really fucking scary overall.

Thief of Blood: Imagine your worst school bully. That person who would spread lies *specifically* about you that made everyone point and laugh at you in elementary school, would make up wild and bullshit accusations that got you into trouble with every teacher in middle school, and would make everyone ignore you or straight up hate you with vile rumors and hateful words spoken behind your back. Imagine everyone who left you, who listened to those rumors and those lies, and imagine them all rallying under the banner of this bully. Imagine them giving this bully the reverence of a god while they coast along the backs of others hard work. This is the Thief of Blood's modus operandi. Able to make entire armies defect, the closest of friends become bitter enemies, and archnemeses become loyal allies, the Thief of Blood recognizes being the most famous doesn't need to line up with being the most popular, but can still make the latter turn in their favor with but a snap of their fingers.

Thief of Time: You are all out of time, and it's all thanks to the Thief of Time. While everything else has rotted around them, the Thief stays youthful and energetic. While their old friends are nothing but worm food, the Thief has found new ones. The

Thief of Time needs only a snap of their fingers and they have just a few more seconds to spare. A Tumor has been discovered, ready to blow and take away all the hard work this session has done? Just give the Thief of Time a few more seconds and...! Defused! You can thank them now and later. The Thief of time is one of the most simple and yet most effective godtiers in terms of raw power. You *steal the time*. You take it away from other shit and make it your own. In a way, with such an excess of Time, you become timeless. Just be careful, as when even death has died, what left is there to steal from?

WITCH

AKA: Which 'wich, witch?

Witch of Heart: The Witch of Heart is real good at giving life to the lifeless. An inanimate suit of armor, held up only by a stand suddenly springing to life and swinging its battleaxe at an unsuspecting sucker, or an entire battlefield of broken down war machines and masterless weapons suddenly springing back to life and fighting on once more until the Witch commands they rest. Not only that, but the Witch of Heart can also command great control over the shape and outward appearance of many different things, such as shaping someone's body into a brand new, more formidable, more comfortable, or even more scary vessel, or doing a mass redecoration on a major swathe of land. Don't like how the commerce sector of your brand new world is all samey, boring colors? What about a brand new look, expressing brand new colors and palettes to really make the place pop! The Witch of Heart may seem simple or even boring at first glance, but even the most unsuspecting of plants can hold many possibilities...both beneficial and dangerous.

Witch of Breath: If there was ever a Breath class that could have the MOST control over the physical winds and air that surround them and the atmosphere they're in, the Witch of Breath is absolutely it. The Witch can completely drain or saturate an area of breathable air, ranging from the immediate vicinity or an *entire planet or more*, based on their own power. Not only that, imagine having a tornado in full swing just suddenly plop down in a battle, or a hurricane that would ruin an entire countryside back home whipping up to full power in a matter of seconds. The Witch can just *do* that. Not only that, but the Witch, like most other Breath players, cannot be stopped easily or at all. Aside from controlling the winds of change to get them out of a sticky situation, the Witch can also vastly control a situation and where it leads through their sheer force of will and personal freedom that is infused in their every cell. The Witch of Breath can do basically anything they want, so you better hope that they want to help you.

Witch of Doom: When you replace the word 'Doom' with 'Death', you get some extremely metal as hell titles. Witch of Death is absolutely no exception. Similarly, the powers granted by this godtier are something else. A hundred wounds on an insanely powerful monster as it keeps trudging, cocky as it feels nothing happening to it until all of a sudden, those wounds become a thousand, then a million, then suddenly overwhelming it until it collapses, dead as the Witch of Doom stands over it, one arm outstretched. Dying allies, coughing out their last breath suddenly feeling rejuvenated and alive again as they rise and live on while the Witch cuts short a swathe of weakened underlings as they finally bite the dust. They can, with enough focus, change the very fate of some allies, making what's inevitable into something that won't be as bad, or even something beneficial as they change fate with nothing but a

flick of their wrist. The Witch of Doom is a very helpful godtier to have on your side, but if you find yourself stubbing your toe more often than you should, consider getting them some kind of apology snack.

SYLPH

AKA: Did you know that Sylphs, in mythos, are just supposed to be spirits of winds and such? I wonder why Sburb made them healers.

Sylph of Time: Aside from being just really good for a session in general, Sylphs of Time are essentially one big band aid for a Doomed Timeline or a session on the brink of becoming a Doomed Timeline. Naturally, a Sylph utilizes healing powers influenced by the aspect they wield, so a Sylph of Time would make an extremely good healer, right next to Sylph of Life or even Sylph of Doom, as they can easily snap their fingers and turn any and all wounds forwards or backwards to a time where they didn't or don't exist, flesh and bone being repaired in little under seconds. Additionally, going back to the Doomed Timelines point, a Sylph of Time would have very little time shenanigans to deal with and have very few off-shoot timelines to mess with them and their Alpha Timeline, as the Sylph would be naturally gravitated towards any problems or anomalies and fix them up, good as new. If you have a Sylph of Time in your session, make sure to give them your thanks. They're probably working harder than you realize.

Sylph of Rage: Now, a Sylph of Rage sounds like a strange or even antithetical godtier to have, but that really isn't the case. In fact, I'd say a Sylph of Rage is one of the most helpful and reliable members of a team, especially if such a

team may not have, say, the best of relations with each other. A Sylph of Rage can easily calm down rampant emotions from others, whether caused by other forces or from the person experiencing these emotions in an overwhelming fashion. On the inverse, however, a Sylph of Rage can also turn a situation even more chaotic by creating more of their aspect in a situation that has little of it, essentially 'healing' the absence or drought of it. This makes Sylphs of Rage very good in both healing and harming, especially since their aspect means they will absolutely try and achieve their goals no matter what, usually in the most chaotic, unstoppable way possible. Such is the way of a Rage player, and that's why I love them.

Sylph of Blood: If what they see is a failure to communicate, don't expect the Sylph of Blood to stay quiet about it. The Sylph of Blood is extremely helpful when relations need to be mended, or when blood needs to be put back where it's supposed to be. Y'know, in the body. Big, gaping flesh wound that's pouring blood from your chest cavity? Snap of the fingers, and the Sylph of Blood has that handled! No one's gonna make you bleed your own blood today! Not only that, if you're outnumbered ten to one, the Sylph of Blood need only raise their hand and make their case. Watch as the enemies around you become friends, healing the lack of allies you once had! I hope it's not becoming redundant, as this could go for literally any and all godtier, but a Sylph of Blood is a very helpful ally to have, especially if your team might be having some...relationship problems.

SEER

AKA: You are the crystal ball. It is you. Or the tea leaves. Or the tarot deck. Or something.

Seer of Time: I'm going to be honest here: this is my godtier. In the interest of fairness, I'm not going to wax poetic and say 'oh this is clearly the best one here none other can compare all hail and bow down yaddah yaddah" because, while I do quite enjoy being a Seer of Time, it's simply not true. But they are still quite cool. ANYWAYS. A Seer of Time is one of the most fitting of its class, with others being Light, Mind, Life, Doom, and Space. The ability to focus and observe through both a current timeline and *other* timelines is a ridiculously powerful and useful ability when trying to win a game such as this, where everything is possible but nothing is real. Seeing how certain things end or will turn out with nearly 100% accuracy can be crucial for your team's success and survival, and on more than one occasion have my allies looked to me for guidance and support on an uncertain path. Of course, with such a power to observe nearly everything in a given timeline, it's possible to, uh...lose yourself. I'm not ashamed to admit that I've gone a little overboard in my scrying and divination, but in the end, I always had my allies to back me up and help me down, and for that I am eternally grateful.

Seer of Life: Oh wow it's the other extremely powerful and befitting aspect to the Seer class what a surprise. Would you believe me if I said I was rolling these randomly? I hope you would. Anyways, Seers of Life are extremely good at harnessing the power of their class through their aspect to gain a massive amount of knowledge. Life can be a very abstract thing to see and gain knowledge through and if you know how to get abstract enough, you can get any amount of knowledge about anything that you could conceivably see or interact with in your lifetime. With the basic level of focus you obtain upon reaching godtier,

you can see the most dangerous points of someone's path and help them to either avoid or safely navigate these points. As you hone your powers and become stronger, you could even see the exact point in which someone dies, lives again, or even ceases to be in some cases. A Seer of Life, from what I've seen, also has a type of 'sixth sense' for injured or dying creatures, which can make them helpful to point out which allies need to be brought to safety or which enemies are weak enough to finish off or ignore for the time being. Not much else to say except, like with Time, be careful when using your Seer powers. Wander, but don't get lost.

Seer of Heart: Now for something a bit different. Seers of Heart, first of all, have a similar 'sixth sense' like Seers of Life, but are instead focused on the soul rather than the state of someone. Anything that's soulless will easily evade this sense, but considering how few and far between those situations are I'd say it's a nearly non-issue. With their Seer powers, they can easily see how someone presents themselves and what they are truly like, able to peel back the curtain and see inner machinations and what makes people tick. They can see how people might act in the future, the sources of these expressions, whether the person is giving their all in this appearance or is only there to ward away suspicions, things like that. Naturally, a Seer of Heart must refrain from meddling or telling the person they are scrying unless they well and truly want to know. Otherwise, the answers may not be the same as you originally discovered.

BARD

AKA: I hope you weren't expecting any Bardic Inspiration from these guys.

Bard of Doom: A Bard of Doom is...worrisome, to say the least. In areas where Doom is in heavy supply or in situations where Doom can very easily break out, the Bard simply being there can cause things to go south very, very quickly. Usually not even of their own accord, really. Murphy's Law is a good way to describe them, as worst case scenarios usually ending in someone's death are more likely to occur...if the Bard does not control it. See, as Bards become more powerful, they can become more in tune with their auras of destruction and begin to hone and focus it, eventually being able to turn this aura on or off depending on the situation. Once a Bard of Doom reaches this level of power, they can then harness it into affecting who they want, when they want, how they want. A Bard of Doom is someone to be feared, yes, but also someone that can be helped and forged into a beneficial boon for all, especially themselves.

Bard of Void: Keep your beans away from the Bard of Void, as they will spill no matter what. A Bard of Void doesn't really need to be especially nosy to end up discovering a lot of shit they might not be privy to normally. Whether that be a racy affair between other players, or their Denizen's master plan that has been building and building even before the Bard of Void was a twinkle in Skaia's eye. Things just kinda...happen to them. Of course, this godtier is one that's much more prone to anomalies in the very fabric of Paradox Space than others due to the fact that they kinda, oh I don't know, *destroy the absence of stuff around them*? Without honing their powers, or even purposefully letting them get out of control, a Bard of Void causes shit to just appear around them (literally, in the sense of completely stripping away any source of invisibility), causing distractions at best, or utter chaos and destruction at

worst. A Bard of Void can be useful as a sudden information bomb when they use their powers correctly, but can also ruin a lot of things for a session if they let it happen.

Bard of Light/Mind: I know what you're thinking: "Hey why are there two aspects in this?" It's because I want to really, REALLY highlight just how fucking bullshit this game can get when it comes to certain things. So, Bards destroy shit around them passively, causing their aspect to destroy or to inviting this destruction through their aspects doing. The Bards of Light and Mind are essentially fucking cognitohazards in the fact that, at least from the ones I've found and researched, the information and ability to think about them is so muddled and difficult that it's essentially fucking impossible. In destroying information and thought processes and what-not, Bards of these two aspects essentially DO NOT EXIST. They *do*, but who's to really say, huh? HUH??? That's what I fucking thought.

PAGE

AKA: There I go, turn the Page.

Page of Rage: For a Page to amplify aspects in others, they must first must discover it in themselves. A Page of Rage might seem meek and unassuming at first, but once they discover that hidden well of literal rage and thirst for chaos in themselves, they are anything but. When a Page of Rage reaches their full potential, usually by going godtier in the first place, it is like a million orbital airstrikes going off at once. Pure destruction and chaos overtakes the immediate area as the Page goes on a warpath to destroy whatever they deem unfit to live. A storm of pure fury, thunder, and fire explodes from them as they harness utter madness into smiting bolts of power. The only ones who

will be able to make even half a lick of sense of ANYTHING in the Pages hellraising is their allies and friends, who will feel completely at home in their new found warzone. The Page of Rage spreads their own Rage to make allies go berserk, flitting in and out of cognitive focus as the thrill of chaos overtakes their being. Once all is said and done, don't expect anything to remotely look like how it did before, whether it be completely wiped out or absolutely warped into a brand new image. All Pages are ticking timebombs, but the Page of Rage is a nuke waiting for someone to breathe on them wrong.

Page of Life: Where the Page of Rage is a scary thing to witness, the Page of Life is a sigh of relief that seeps into the bones. The Page of Life, like most other Life classes, gives allies a great boost to their lifeforce, but also helps them survive much more than they normally could. A Page of Life bolsters allies and gives them the strength required to fight off even the most deadly attacks and biggest monsters. Now, with all fairness to the Life aspect, it's a very good one to have. The ability to control the lifeforce of yourself and others is an invaluable skill in a team based game, but...every godtier kinda ends up being very samey? The only ones that truly break the mold are Prince, Thief, and Bard, and guess what? They're the more singularly focused classes that are meant to bring harm against the enemies of the player, whoever they might be. The only individuality of the Life classes is the ability to be completely opposite of them. It makes these descriptions kinda boring, honestly.

Page of Light: If you're a Page of Light and you are currently in a session right now, my best advice to you would be to godtier as soon as possible. Find as many exploits you can, get your friends to carry you, find a glitch in the system, *anything* to get to that coveted quest bed in record time. The Page of

Light is a sea of literal good fortune to both the player and their team, as they can offer such a wellspring of luck and useful information and insight to everyone that it straight up becomes unfair to the constructs of the game as a whole. This specific kind of luck can completely pacify and trivialize any source of danger or hardship for everyone and gives enlightenment on how to solve any and all problems that may arise. The beginning moments of the Page's session may be slow-going, even difficult in some places, but once the ball starts rolling, there will be nothing to stop it short of a total reset, and even *then*, the Page of Light's insane luck can reasonably prevent that.

MAID

AKA: These gods are MAID, not born. HA.

Maid of Doom: Maids of Doom are interesting in that they can be roadblocks to some but amazing assistants to others in the same breath. In serving Doom, they make sure that all that can happen, will happen, up to and including the ultimate end of reality itself if need be. If someone or something is bound to get hurt or die as dictated by fate, then the Maid will be there to see it through. Of course, this doesn't always have to be a bad thing, and it definitely doesn't have to be only in service to fate and Doom. The Maid of Doom is helpful for getting their allies where they need to be in the progression of their lands and session, and can very reliably lead to certain quests being completed quicker. Not only that, in serving through Doom, a Maid can amplify the destructive capabilities of themselves and their allies. In one coordinated attack, every member of the team focusing all they have onto the Black Queen can turn from

dangerous to fatal in an instant once the Maid of Doom focuses their power to boost the entire thing to high hell. Whether through simply existing or actively helping, the Maid of Doom makes sure everything that comes to pass will pass and that everything that comes around, goes around.

Maid of Hope: The Maid of Hope, through the thickest and the thinnest, will make sure that everything turns out okay. Through hell and high water, they WILL have their good ending. Like pretty much every other Hope player, a Maid of Hope is a damn good support to have in a session. In serving Hope and serving through Hope, they keep everybody's spirits and willpower high and unshakeable. Though the night may be longer than expected, the shadows darker than possible, the monsters scarier than normal, the Maid of Hope will trudge onward and be the shining example of heroism that everyone will find themselves following effortlessly. Even if they fake it until they make it, the Maid of Hope gives a determination that lasts even through death, a devotion to victory lasting until all that's left is dust and ashes. At a high enough level of power, the Maid can keep this up for as long as they want as long as they keep standing, so you should make sure to keep them alive, like with all your support based team members.

Maid of Void: Like a vault that contains the mysteries of the universe, the Maid of Void keeps secrets secret. They're also GREAT mediators between the greater beings and powers outside the Incipisphere and the actual fabric of the Session itself. With a diligent Maid of Void on the team, expect to see very few errors or anomalies in the game, if any. If an error or glitch in the code does exist, it's usually being utilized by the Maid to fix a greater problem or cover up a glaring issue that could rend chaos and discord among players should they know about it. Like with other Void based classes, they have a special control

over visibility and invisibility and can naturally share this with other players to make them unseen to enemies. That which does exist, should, and that which shouldn't, doesn't. The Maid makes absolute sure of that, so know that everything that's happening in your session with a powerful Maid of Void is all that can happen, even if it seems impossible. Such is the way of Void.

Wow! I'm super fucking glad that I chose to only do three aspects per class because that was a nightmare! Trust me, after all the shit I had to go through in *my* session, putting forth any amount of effort is. A lot for me. Anyways, there you have it. Lists of powers for each class, represented by certain aspects, to be used as a guide to your own godtier or examples for what other godtiers are capable of.

I'll be throwing this out into the multiverse of Paradox Space and see whoever's able to view, listen, or otherwise take in this information. If enough people find a way to respond to it and get a message out to me asking for information on the powers of Lords and Muses or their own specific godtier that was not listed, I'll try my best to respond.

And with that, I bid adieu. Good luck in your own sessions, try not to encounter any errors or cause them yourself, and remember: godtiers are important and helpful, but not required. Do only what you can, and make sure you do it for the betterment of your team.